Rule Summary

Checks

When a character takes an action where the outcome is uncertain, the player controlling that character makes a check to determine success or failure.

To make a check, roll a d20 and add the appropriate **value**—usually a primary attribute. If this **total** equals or exceeds the check's **CR**, your character succeeds. If the **total** is lower than the check's **CR**, their attempt ends in failure.

Before making a check, the GM will determine the type of check required and assign it a **CR**.

d20 + Value = Total

Total ≧ CR ⇒ Success
Total < CR ⇒ Failure

Advantage Dice and Penalties

Some traits, abilities, enhancements, enfeeblements, and situations will grant you advantage dice or impose penalties when making certain checks.

Making Checks with Advantage Dice

Roll one extra d20 for each advantage die, then choose which result to use for the check. For example, if you have one advantage die when making a check, roll a total of two d20s, then choose which of the results to use.

Making Checks with Penalties

Subtract the largest applicable penalty from the total for the check.

Encounter Basics

Encounters play out over a series of rounds. Each round, all characters participating in the encounter take a single turn, beginning with the adventurers and their allies.

Encounter Overview

Starting an Encounter

1. **Surprise:** The GM determines whether any of the characters participating in the encounter have been caught by surprise.
2. **Positioning:** The GM determines the positions of all enemies participating in the encounter. Players do the same for their adventurers.
3. **Turn Order:** Players determine the order in which their adventurers and allies take their turns.

Round Overview

1. **[Adventurer Step]:** Each adventurer and allied character participating in the encounter takes a turn, following the turn order.
2. **[Enemy Step]:** Each enemy participating in the encounter takes a turn.
3. **[End of Round Step]:** The current round ends, a new round begins, and the order of play starts over at the **[Adventurer Step]**.

Adventurer Turns

Each turn, an adventurer can perform one of each of the following:

A Primary Action	A Secondary Action	Standard Movement *or* Focus

- **Primary Action:** Use a *primary* or *secondary* ability.
- **Secondary Action:** Use a *secondary* ability.
- **Standard Movement:** Move a number of squares on the map up to your character's **Speed**.

  Example: An adventurer with a **Speed** of five squares could move two squares, perform a primary action, move one square, perform a secondary action, then use the last two squares of their standard movement to move again before ending their turn.
- **Focus:** Forgo all standard movement to perform an additional secondary action, for a total of two secondary actions in a single turn.

***Instant* Abilities:** *Instant* abilities may be used during any character's turn, provided their trigger conditions are met. However, a character cannot use multiple *instant* abilities on a given turn.

Phases

Some encounters consist of multiple phases. The start of a new phase may see enemy reinforcements take the field, or have a powerful foe adopt a new form.

When a phase ends and a new one begins, remove enhancements and enfeeblements from all characters. Adventurers with abilities that have limited uses per phase have those uses restored.

Turn order, HP, MP, barriers, items consumed, and benefits gained from traits are carried over to the new phase.

Ability Checks

Many abilities require players to make an ability check when used during an encounter. These ability checks can have many purposes, but they are primarily used to determine if an ability scores a direct hit.

- **When using an ability with a check field**, make an ability check using the indicated value. The ability check's CR will be listed in the CR field, and is typically the target's **Defense** or **Magic Defense**.

  If the ability check's total is lower than the CR, simply resolve the ability's base effect. If this total equals or exceeds the CR, resolve the effect described in its direct hit field as well.
- **When using an ability without a check field**, simply resolve its base effect without making an ability check.
- **Criticals:** If the d20 rolled for an ability check lands on a 20, that ability is a critical. Criticals double the number of dice rolled to determine the amount of damage dealt or HP healed by the ability's effects.
- **Abilities with Multiple Targets:** When using an ability that affects multiple targets, make a single ability check and use the resulting total to determine if the ability scores a direct hit on each target. If the ability deals damage or restores HP to multiple targets, roll the dice once. Each target suffers the same amount of damage or recovers the same amount of HP.

  If you have been granted advantage dice on ability checks against some targets but not others, roll the advantage dice for those targets separately.

Limit Breaks

During an encounter, the GM will inform players if and when limit breaks become available, after which the party can use up to three limit breaks. However, each adventurer can only use one limit break per encounter.

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